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Rev. 1



Lionel StationSounds Aluminum Diner Owner's Manual

featuring **TRAINmaster.**
C·O·M·M·A·N·D
and
RailSounds™

Congratulations!

Congratulations on your purchase of the Lionel StationSounds Aluminum Diner with a fully detailed interior. This passenger car is equipped with realistic StationSounds and authentic interiors with figures.

The Lionel StationsSounds Diner is designed for use on conventional or Command layouts. This car requires track with a minimum diameter of 31”.

Caution! Be sure that the switch motors on your track turn-outs are placed on the outside of the curves. The car will not clear switch motors placed on the inside.

The RailSounds effects include:

- **Brake Sounds.** Triggered by the BRAKE command (Command mode

only—the car must be in motion).

- **Brake Let-Off Sounds.** Triggered by motion and stops in both Command and conventional modes, or by direction changes in Command mode.
- **Rail Clatter.** This feature accurately recreates the sound of car wheels passing over rail segments, timed to the speed of the car. It is triggered by motion in Command and conventional modes.
- **StationSounds.** Unique departure, arrival and other announcements are activated from your CAB-1 in Command mode, and triggered by short horn/whistle blasts in conventional mode.

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Transformer operations

Coupling your StationSounds diner

Your Aluminum Passenger Car features two operating couplers. Figure 1 illustrates the location of the uncoupling mechanisms on your cars. To open the couplers, position the truck on a Remote-Control or Uncoupling Track section (available separately, 6-65530 for O gauge;

or 6-12746 or 6-65149 for O-27 gauge; 6-12020 for FasTrack layouts) so that the truck is centered directly above the magnet in the track. Once the car is in place, press UNCOUPLE on the track controller to activate the Remote-Control or Uncoupling Track section, releasing the coupler.

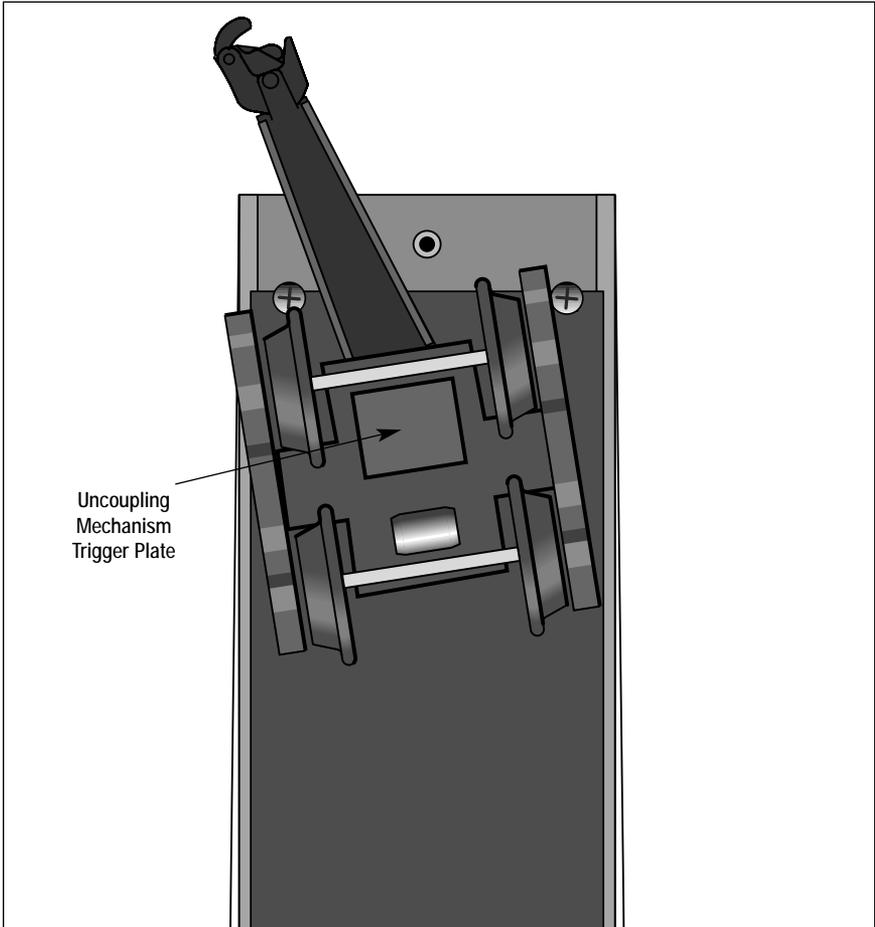


Figure 1. Uncoupling mechanism

Transformer operations

Turning on the lights in your StationSounds diner

You will find a light switch on the bottom of your Aluminum Passenger Car. As illustrated in Figure 2, the switch is located near the speaker on the underside of the frame. Slide this switch to the ON position to turn on the lights or to the OFF position to turn off the lights.

If you are operating a number of accessories or cars that require extra power, you may choose to turn off the Aluminum Passenger Car lights to conserve power for the rest of your layout.

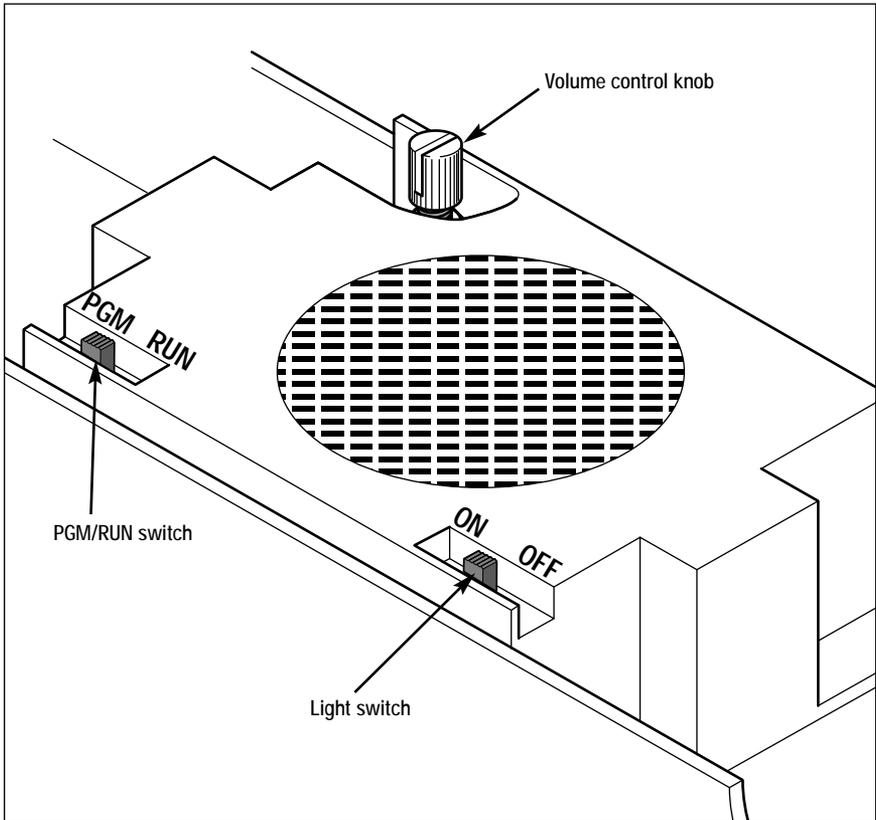


Figure 2. Light ON/OFF switch location

Transformer operations

Conventional operation of StationSounds

In conventional mode, short horn/whistle blasts (under one second) are used to activate the StationSounds announcements.

Table 1 below describes how StationSounds responds in conventional mode.

Trigger	Car Speed	Timing	Effect
Short Horn/ Whistle Blast	Stop	Within 15 seconds of stopping	Station arrival announcement, Conductor exit announcement ("Watch your step.")
Short Horn/ Whistle Blast	Stop	Over 15 seconds since stop (or on first power-up)	Station departure announcement, conductor boarding announcement ("All Aboard!")
First Short Horn/ Whistle Blast	Running	n/a	Conductor welcomes passengers and collects tickets
Second Short Horn/ Whistle Blast	Running	n/a	Steward announces first seating in the dining car
Third Short Horn/ Whistle Blast	Running	n/a	Steward makes lounge car announcement
Bell started, Short Horn/ Whistle Blast	Running	n/a	Conductor announces the next stop

Table 1. StationSounds responses

Use the volume control knob on the bottom of the car (see Figure 3 on page 4) to set the volume to your desired level.

Note! Some announcements contain random phrases and pauses. You will note some variation during operation.

TrainMaster Command operations

Command Control operations of StationSounds

To operate in the Command Control environment, you need a Command Base (6-12911) and a CAB-1 Remote Controller (6-12868). You can find them both at your authorized Lionel dealer.

1

Place your StationSounds Car on Lionel or Lionel-compatible O gauge track.

- Make sure that the track power is OFF before placing the StationSounds Diner on the track.
- Make sure your Lionel Command Base is plugged in and its communications wire is connected to the COMMON post on your Lionel transformer or the U post on any of your installed PowerMasters.
- Once positioned on the track, increase track voltage to FULL. If you are using any PowerMasters, be sure to slide the CMD/CONV switch to CMD.

2

Address your StationSounds Car using your CAB-1 Remote Controller.

- Turn power on, then press **ENG, 1**. You are now ready to activate the Command Control RailSounds features. Your StationSounds Car announcements will respond according to Table 2 on page 7.

Note!

All Lionel command-equipped products come factory-programmed with an ID# of 1. (To change the ID#, see page 12.) Even though your StationSounds Car is not an “engine,” it is still addressed using **ENG** on the CAB-1 Remote Controller. Use the volume control on the bottom of the car (see Figure 4 on page 12) to set the volume to your desired level.

TrainMaster Command operations

StationSounds command table

Trigger	Car Speed	Effect
 	STOP	Station Arrival Announcement
	STOP	Conductor: "Watch your step." <i>(First trigger after Station Arrival Announcement)</i>
 	STOP	Conductor: "Watch your step." <i>(Trigger any time while stopped.)</i>
	STOP	Conductor: "All Aboard!"
	STOP	Station Departure Announcement
	MOVING	Conductor: "Welcome aboard." <i>(First trigger after motion starts)</i>
	MOVING	Conductor: "Tickets, please." <i>(Second trigger after motion starts)</i>
	MOVING (In motion for less than 1.5 minutes)	Steward Dining Announcement(1) (Alternating with Lounge Service)
	MOVING (In motion for more than 1.5 minutes)	Steward Dining Announcement(2) (Alternating with Lounge Service)
	MOVING (In motion for more than 3 minutes)	Steward Lounge Service Announcement
 	MOVING	Conductor: "Next stop!"

Table 2. StationSounds Command table

Some functions described above require you to press two keys in sequence, using the **AUX1** button as a "prefix" before the numeric key. Pressing the same numeric key without the "prefix" will produce a different function. If you have pressed the **AUX1** button for other reasons (e.g., to open the keypad on your CAB-1), you can still trigger a "non-prefixed" function by pressing the number **6** (the unassigned numeric key) before triggering your desired function.

Also note that pressing the number **2** by itself immediately after you have played a Station Arrival Announcement will make the conductor say "Watch your step"; subsequent presses of the **2** button will cause the conductor to say "All Aboard!" This permits you to step through an entire arrival/departure script with single button presses. Additional "Watch your step" announcements may be triggered at any time while the car is stopped by pressing the **AUX1, 2** keys, if desired.

TrainMaster Command operations

Sample scripts

Example 1 below shows you how to perform a complete arrival/departure script to and from an imaginary train station with a PA announcer.

Note! Announcements using **7** are “station” announcements, and those using **2** are conductor/steward announcements. Refer to Figure 3 on the following page to see how StationSounds operates on a round trip.

Train pulls into the station and stops: ←

Press   * Station PA announces train arrival

Press   * Conductor assists arriving passengers

Press  * Station PA announces train departure

Press  * Conductor calls “All Aboard!”

Train pulls out of station and starts trip:

Press  Conductor welcomes the passengers

Press  Conductor collects the tickets

Press  Steward announces first seating in the dining car

Press  After a minute and a half, steward announces second seating in the dining car or lounge car service

Press  After 3 minutes, steward announces lounge service

Train approaches station:

Press   Conductor informs passengers of next stop

Train pulls into station and stops. →

Note how the pattern can be repeated for multiple stops.

*These functions may be repeated, if desired, by pressing the same key(s) again.

Example 1. Arrival/departure script

TrainMaster Command operations

Sample scripts (continued)

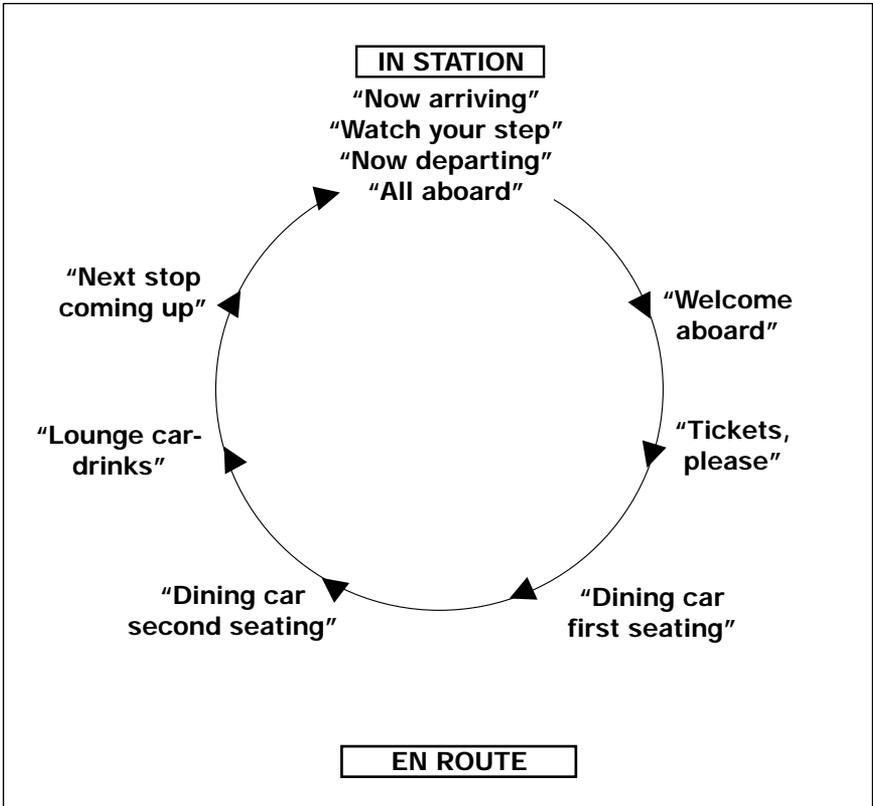


Figure 3. StationSounds on a round trip

Example 2 shows how to perform a short arrival/departure script to and from a small station without a PA announcer.

Train pulls into station and stops: ←

Press   Conductor assists arriving passengers

Press  Conductor calls "All aboard!"

Train pulls out of station and starts trip: →

NOTE: The script sequence for the train in motion is the same as on the previous page.

Note how the pattern can be repeated for multiple stops.

Example 2. Short arrival/departure script

TrainMaster Command operations

Sample scripts (continued)

To make operation easier, program your StationSounds Car with the same number as your engine (see page 12). Your engine will respond to the same commands if equipped with CrewTalk and TowerCom, and brake sounds will come from both units. If you wish to program your StationSounds Car into a lash-up, you must assign it as a

“front” engine to enable the announcements.

Note! Assign the StationsSounds Car the same number as the lead engine in a lash-up. StationSounds will not play if the car shares an ID# with the other engines.

As you experiment with your StationSounds Car, you will note that it is possible to have multiple announcements running simultaneously. For example, with your StationSounds Car stopped, press the first two announcements on page 8 in quick succession. You will hear them overlap with almost as much commotion as a real train station. If your engine has CrewTalk and TowerCom, these announcements will also “overlap” with your StationSounds Car, unless your engine is equipped with a seven second delay on TowerCom. (Recent production F-3 locomotives have this feature, for example. They are also equipped with two-part TowerCom corresponding to the arrival and departure announcements in your StationSounds Car.)

TrainMaster Command operations

CAB-1 numeric keypad commands for your StationSounds Car

When you press **AUX1** on CAB-1, you turn the numeric keypad into ten command buttons. The keypad lets you control extra command features (until you press any top-row button like **SW**, **ACC**, **RTE**, **TR**, or **ENG**). *RailSounds sounds in bold italic.*

AUX1



1 Raises the volume of RailSounds.
Sound volume increases.

5 ***Turns off RailSounds.***

2 ***StationSounds announcement.***
See the table on page 7.

7 ***StationSounds announcement.***
See the table on page 7.

3 ***Starts up RailSounds.***

8 Turn off the car lights.

4 Lowers the volume of RailSounds.
Sound volume decreases.

9 Turn on the car lights.

Note! Be sure that the light switch on the bottom of the car is set to ON to operate the lights from the CAB-1 Remote Controller.

TrainMaster Command operations

Assigning your StationSounds Car a new ID#

Example Assign a new ID# to your Command-equipped StationSounds Car

Set the StationSounds Car PGM/RUN switch to PGM

Command Base plugged in

Place the StationSounds Car on the track

PowerMasters set to CMD or traditional power supplies ON FULL (no more than 20 volts)

Turn track power on (PowerMasters):



Press TR



Enter the PowerMaster's ID#



Press BOOST

Program the StationSounds Car with a new ID#:



Press ENG



Enter the ID# you choose



Press SET

Set PGM/RUN switch back to RUN

Your StationSounds Car remembers its ID# forever; change it any time with these steps

As your fleet of Command-equipped equipment grows, you'll want to give your StationSounds Car a unique ID#. Choose from any number between 1 and 99. Remember, it is best to assign your StationSounds Car the same ID# as the locomotive with which it is operating.

Set the StationSounds Car PGM/RUN switch to PGM. Refer to Figure 4 for the location of that switch. Plug in your Command Base, then place the StationSounds Car on the track. Set your PowerMasters to CMD or set your traditional power supplies to FULL (no more than 20 volts). Using your CAB-1 Remote Controller, press **ENG**, the StationSounds Car ID# (that you select), then press the **SET** button located under your CAB-1 Remote Controller's removable panel. Set the control switch to RUN. Your StationSounds Car is ready for operations with its all-new ID#. Example 3 illustrates this process.

Example 3. Assigning a new ID#

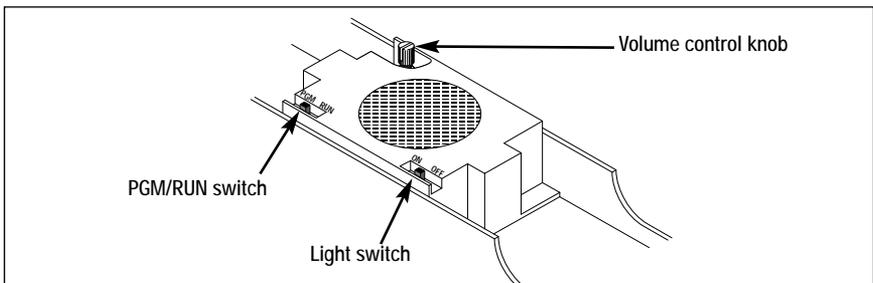


Figure 4. Switch and volume locations

TrainMaster Command operations

Reprogramming the circuit boards to restore features

Due to the inevitable derailments, static, and the nature of electricity, it is possible that your StationSounds Car could someday lose its setup program. The symptom of this condition is unresponsiveness in Command mode. This can be easily remedied by “reprogramming” the circuit boards using the following steps.

STEP 1: Move the PGM/RUN switch on the bottom of the StationSounds Car from RUN to PGM. Refer to Figure 4 on page 12 for the switch location.

STEP 2: Plug in your Command Base.

STEP 3: Place your StationSounds Car on the track, then turn on power to the track.

STEP 4: Press **ENG** then input the StationSounds Car’s ID#. Press **SET**.

STEP 5: Press **ENG**, ID#, **AUX1**, **6** for your StationSounds Car.

STEP 6: Turn off power to the track, then wait ten seconds.

STEP 7: Remove the StationSounds Car from the track, then move the PGM/RUN switch from PGM to RUN.

STEP 8: Place the StationSounds Car back on the track and turn power on to the track.

STEP 9: Press **ENG** and the ID#, then operate as normal.

Lamp replacement

Replacing the lamps

During the course of normal operations, it may become necessary to replace the lamps that illuminate the interior of your passenger car. Follow these steps to gain access to the light panel.

Note! You may wish to seek non-warranty service at an authorized Lionel Service Center if you are not comfortable with disassembling the car.

1. Loosen the four front and rear vestibule screws from the bottom of the frame, then pull the end caps off the car body. Refer to Figure 8 on page 15 for the locations of the screws and the vestibule.
2. Reach into the car and unplug the wire connector. The wire connector is found towards the end of the car with the smaller windows. As illustrated in Figure 5, be sure to pull on the white connector housing, not the wires.
3. Carefully slide the light panel out of the opposite end of the car.
4. Gently pull the expired lamp straight out of the socket, then replace it with Lionel part no. 630-9134-300. Make sure that the replacement lamp is positioned like the original. Refer to Figure 6.
5. Reassemble the car by following these steps in reverse order.

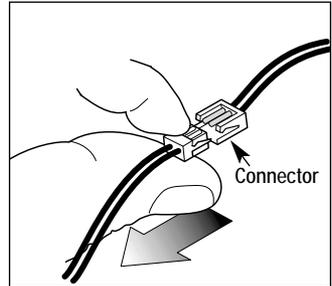


Figure 5. Wire connector separation

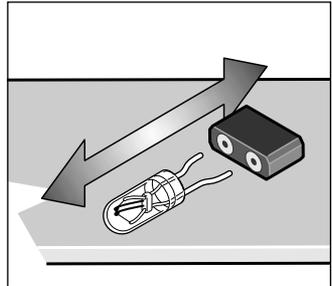


Figure 6. Lamp replacement

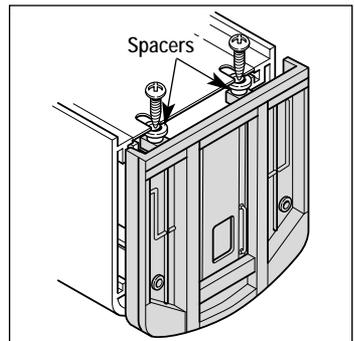


Figure 7. Spacer placement

Lamp replacement

Replacing the lamps (continued)

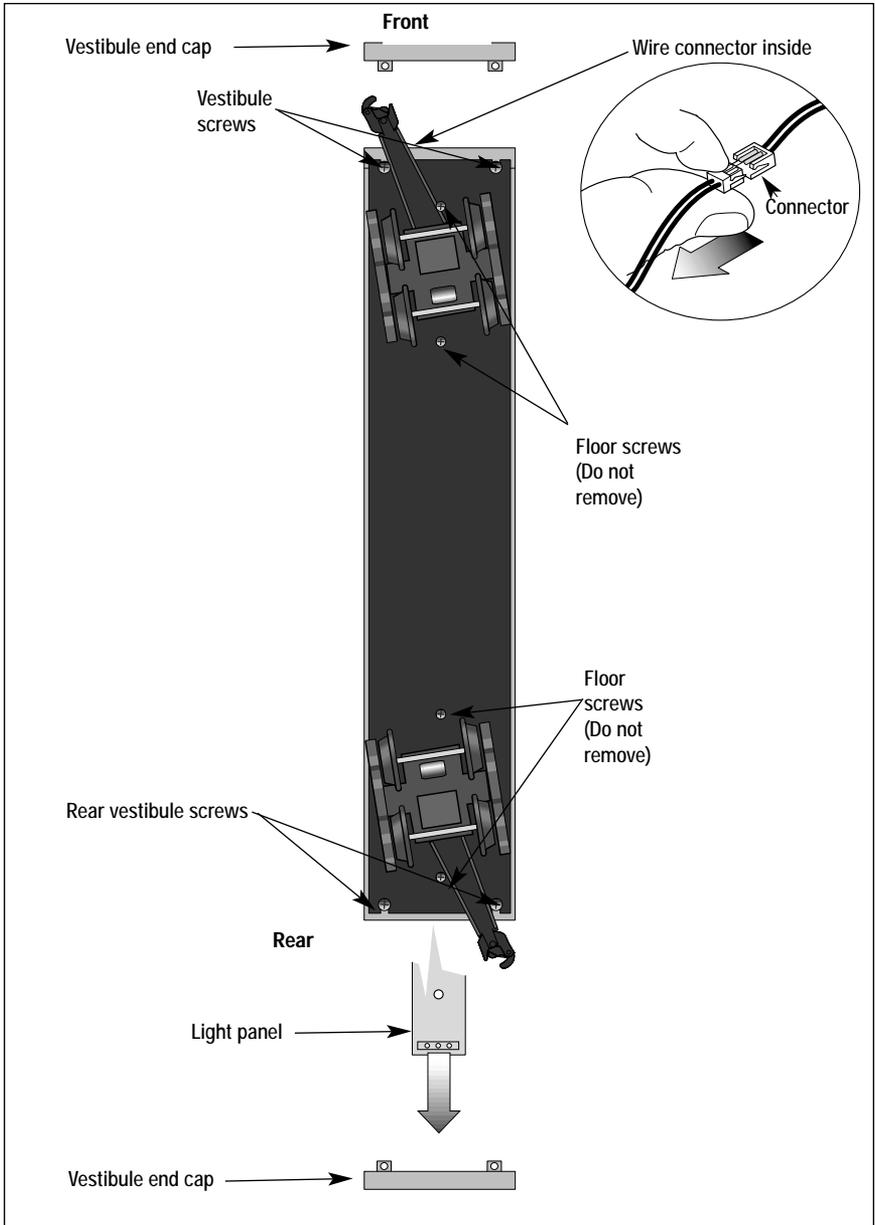


Figure 8. Lamp replacement

Limited Warranty/Lionel Service

This Lionel product, including all mechanical and electrical components, moving parts, motors and structural components, except for light bulbs, is warranted to the original consumer-purchaser, for **one year** against original defects in materials or workmanship when purchased through an authorized Lionel merchant.

This warranty does NOT cover normal wear and tear, light bulbs, defects appearing in the course of commercial use, or damage resulting from abuse or misuse of the product by the purchaser. Transfer of this product by the original consumer-purchaser to another person voids this warranty. Modification of this product voids this warranty.

Any warranted product which is defective in original materials or workmanship and is delivered by the original consumer-purchaser to Lionel L.L.C. or an authorized Lionel L.L.C. Service Center, together with proof of original purchase will, at the option of Lionel L.L.C., be repaired or replaced, without charge for parts or labor. In the event the defective product cannot be repaired, and a replacement is not available, a refund of the original purchase price will be granted. Any products on which warranty service is sought must be sent freight or postage prepaid, as transportation and shipping charges are not covered by the warranty.

In no event shall Lionel L.L.C. be liable for incidental or consequential damages.

Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above exclusion may not apply to you.

This limited warranty gives you specific legal rights, and you may have other rights which vary from state to state.

Instructions for Obtaining Service

If service for this Lionel L.L.C. product is required, bring the item, along with your dated sales receipt and completed warranty information

to the nearest Authorized Lionel Service Center. Your nearest Lionel Service Center can be found by calling 1-800-4-Lionel, or by accessing our Website at www.lionel.com.

If you prefer to send your product back to Lionel L.L.C. for repair in Michigan, you must first call 586-949-4100 or FAX 586-949-5429, or write to Customer Service, P.O. Box 748, New Baltimore, MI 48047-0748, stating what the item is, when it was purchased and what seems to be the problem. You will be sent a return authorization letter and label to ensure your merchandise will be properly handled upon receipt.

Once you have received your return authorization and label, make sure that the item is packed to prevent damage during shipping and handling. We suggest that you use the product's original packaging. This shipment must be prepaid and we recommend that it be insured.

Please make sure you have followed all of the above instructions carefully before returning any merchandise for service. You may choose to have your product repaired by one of our Authorized Lionel Service Centers after its warranty has expired. A reasonable service fee will be charged.

Warranty Information

Please complete the information below and keep it, along with your dated sales receipt. You must present this and your dated sales receipt when requesting warranty service.

Name _____

Address _____

Place of Purchase _____

Date of Purchase _____

Product Number _____

Product Description _____

